

Fig.1 (a)

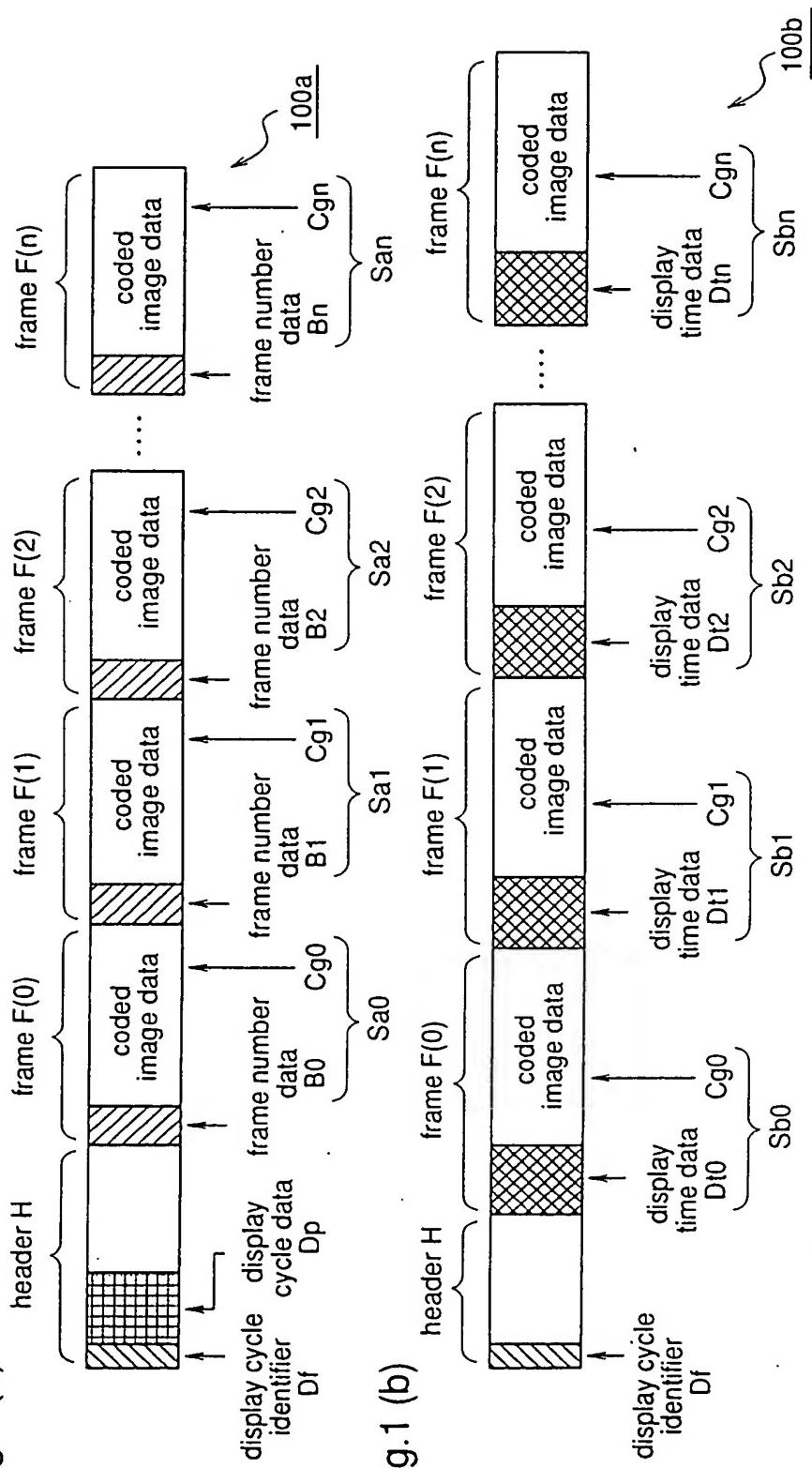


Fig.1 (b)

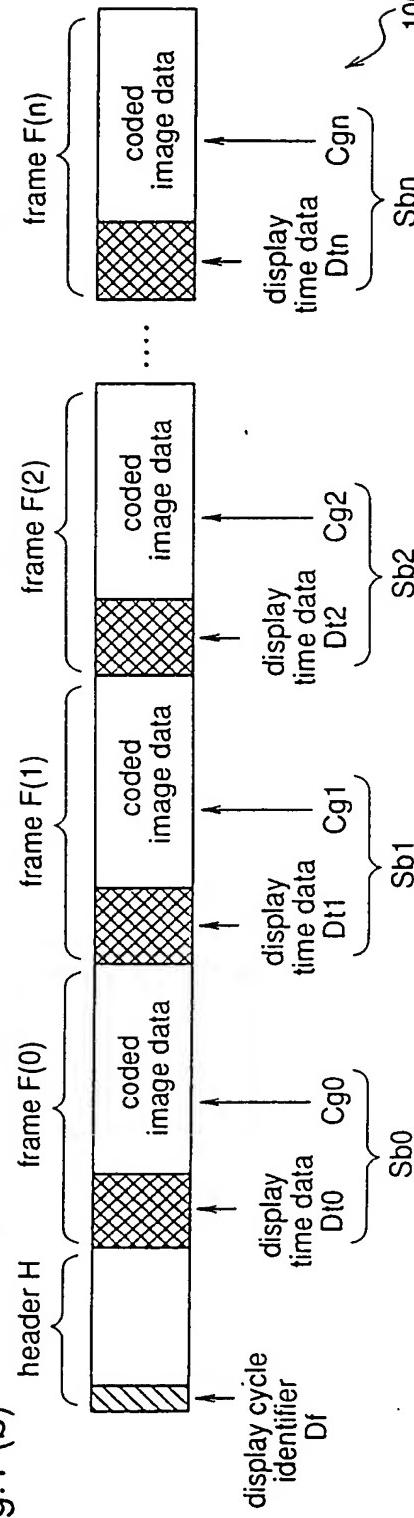


Fig.2

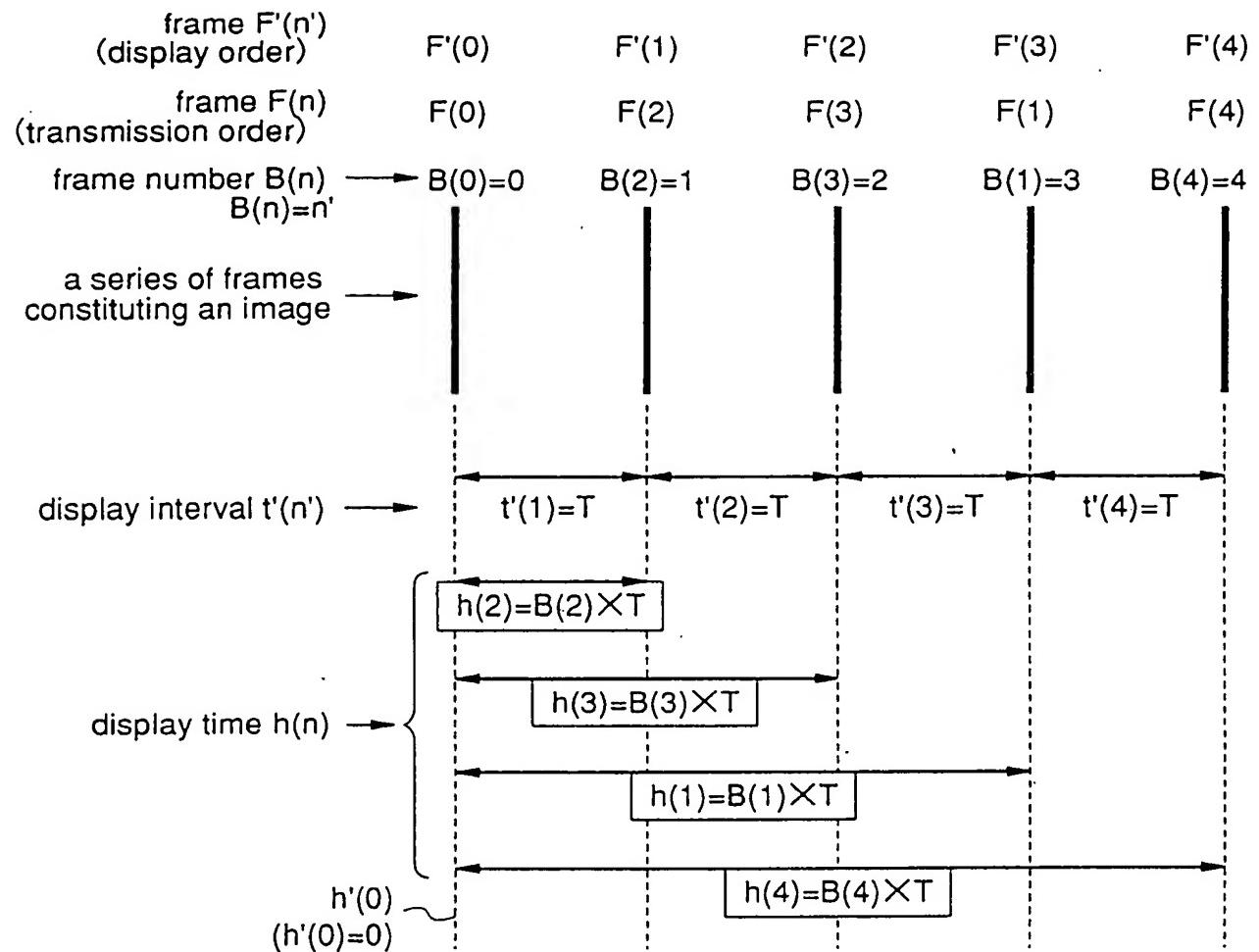


Fig.3

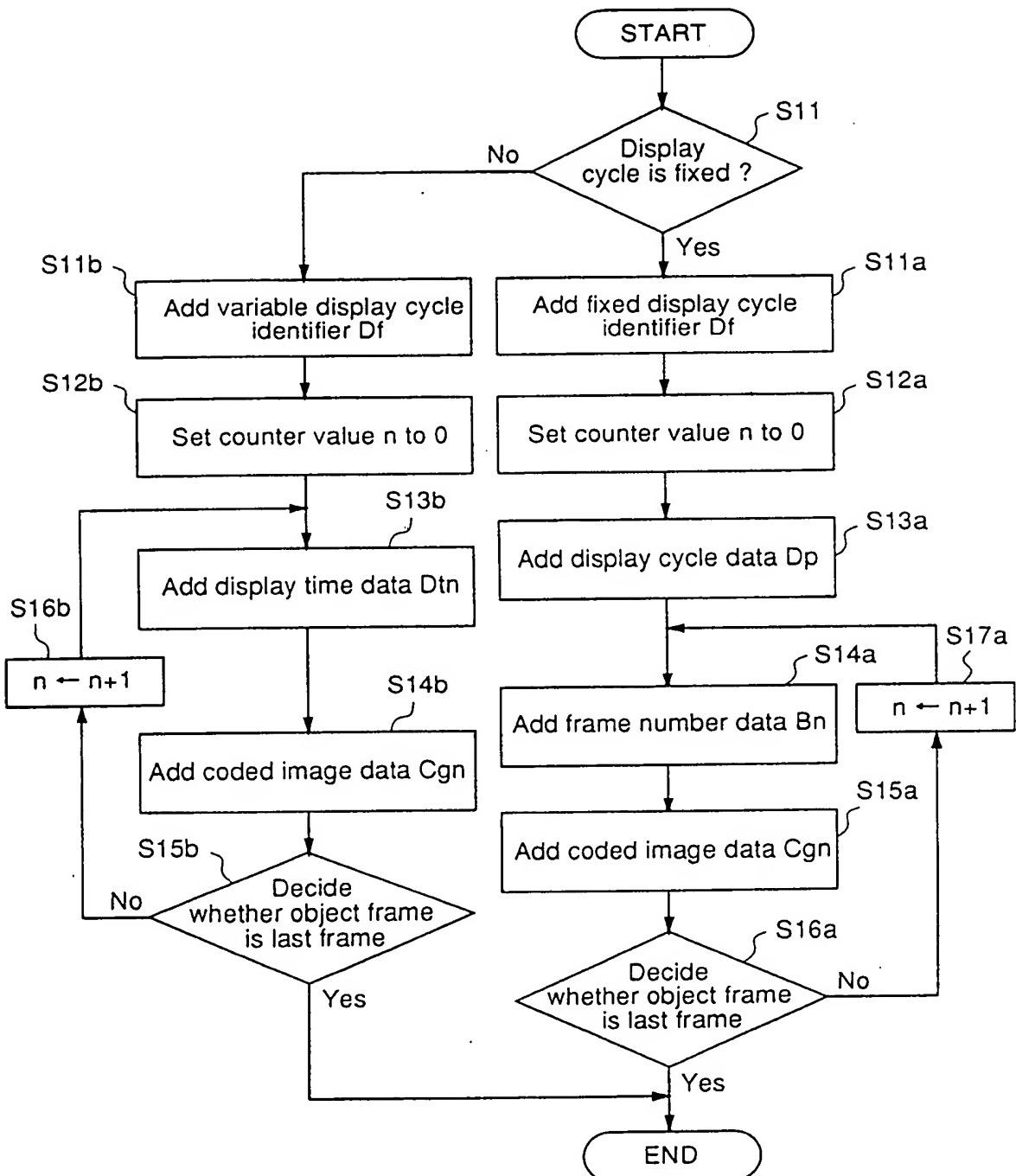


Fig.4 (a)

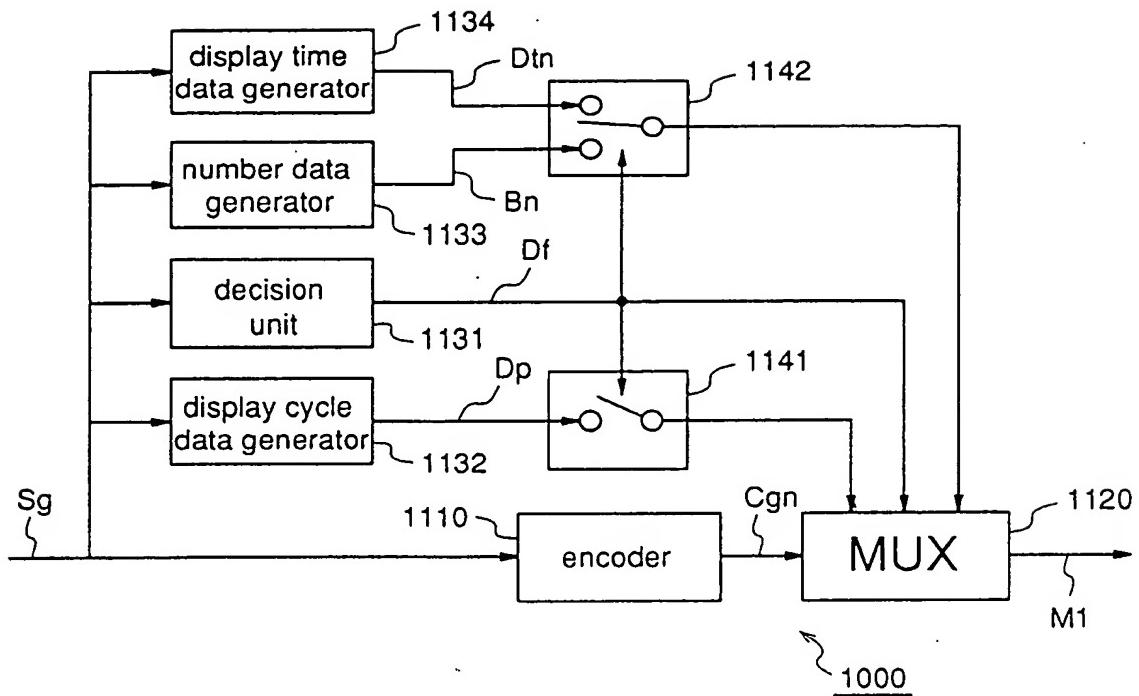


Fig.4 (b)

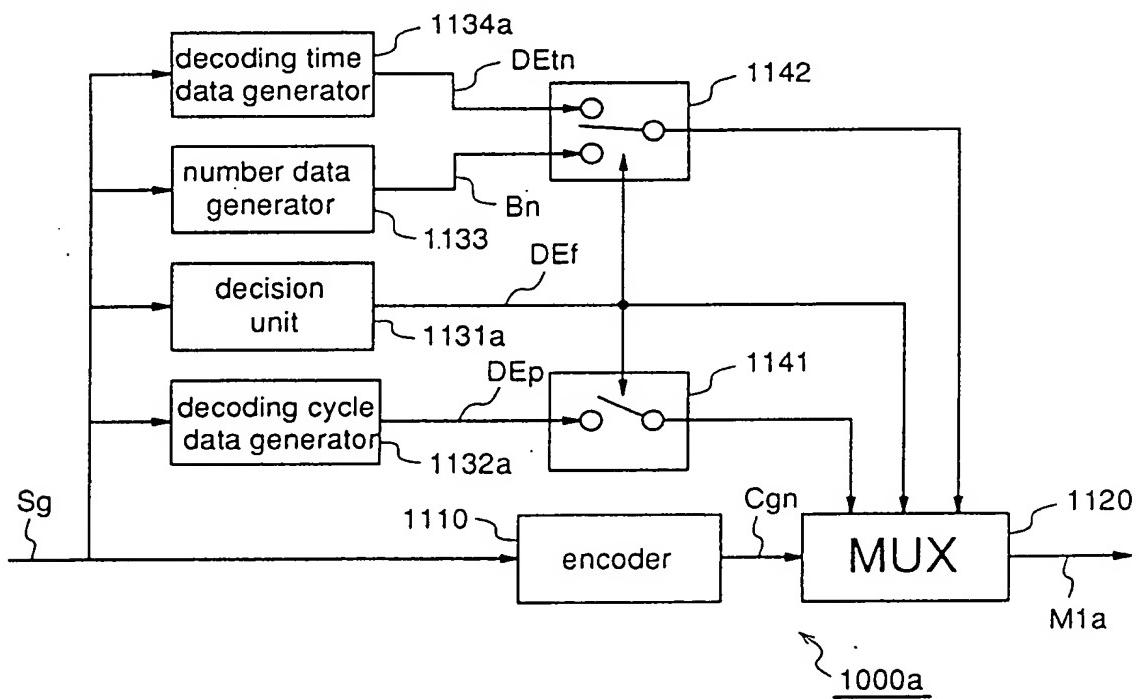


Fig.5

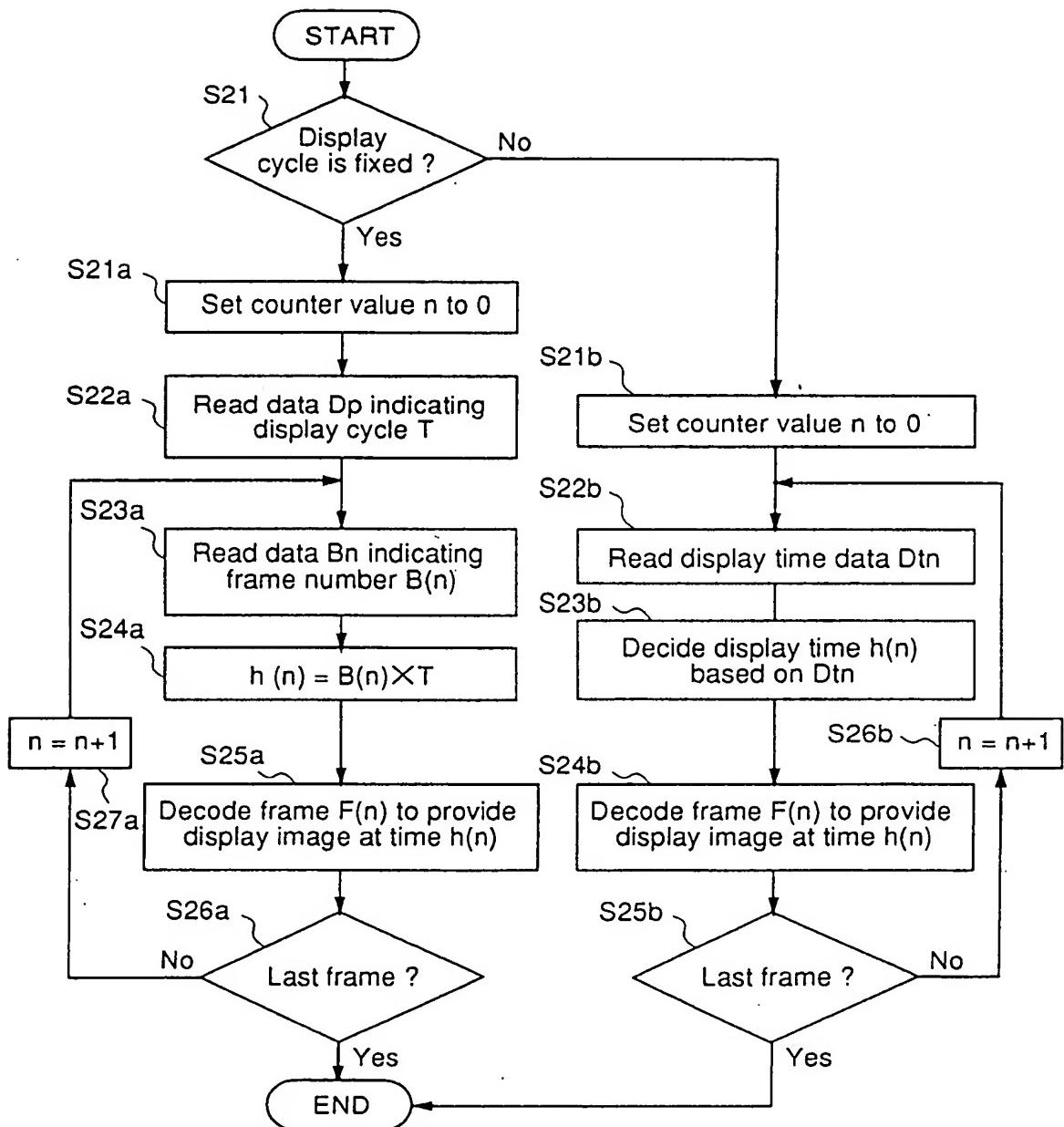


Fig.6 (a)

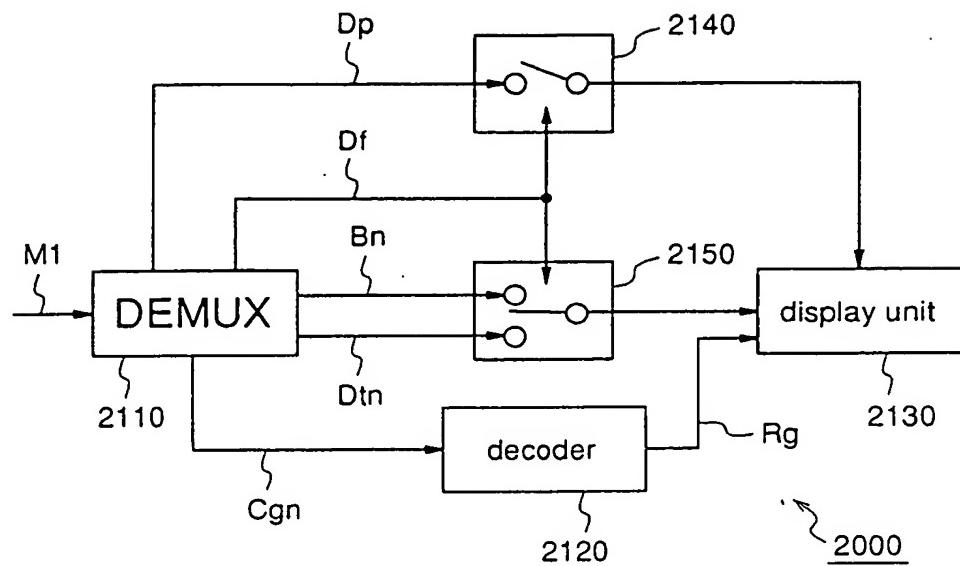


Fig.6 (b)

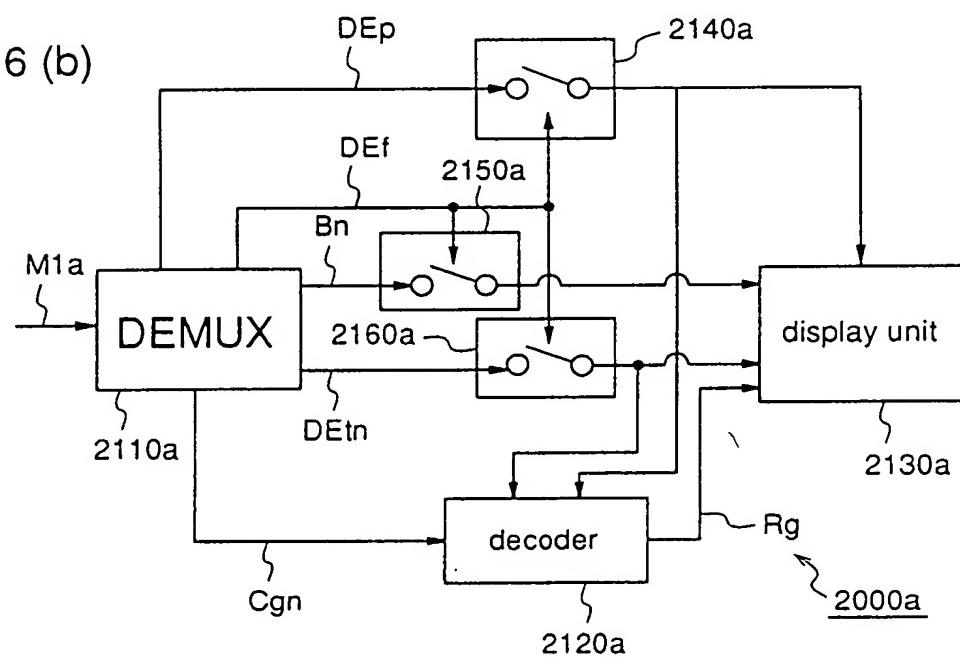


Fig.7 (a)

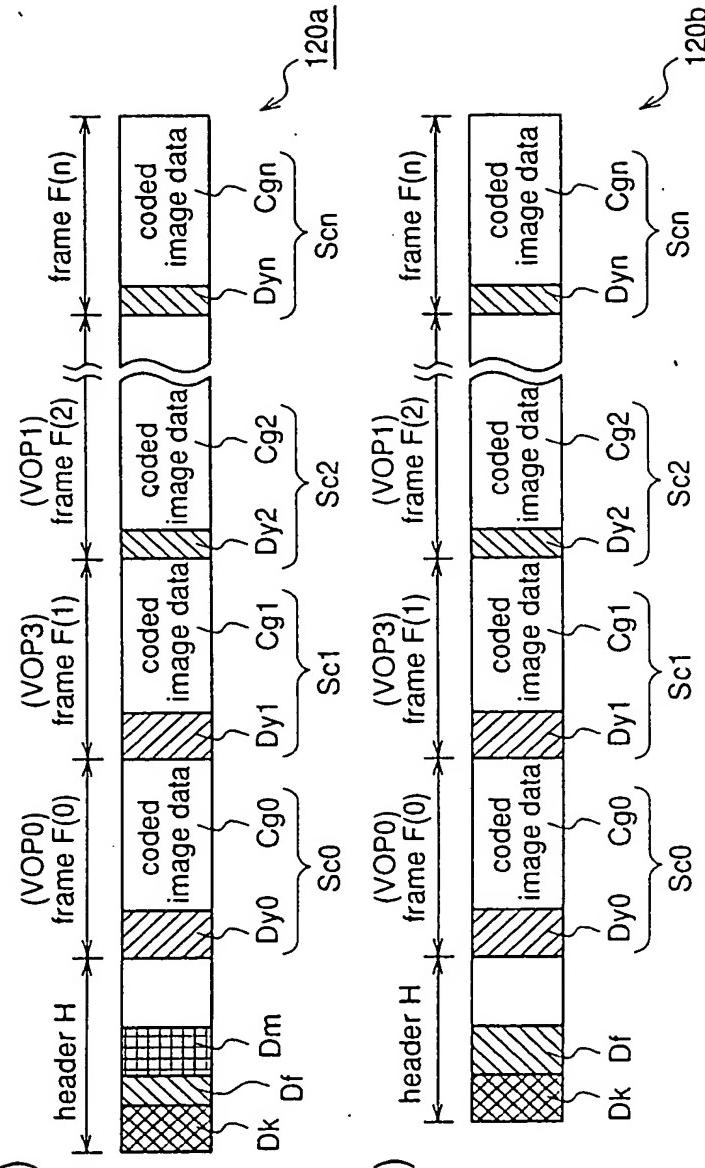


Fig.7 (b)

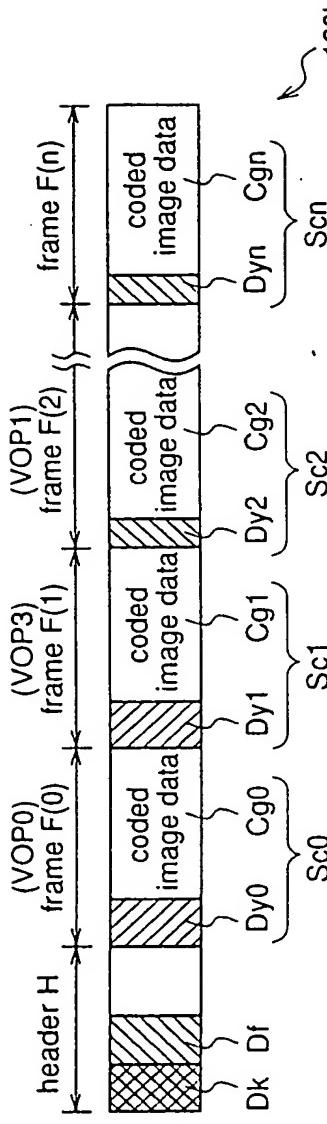


Fig.8

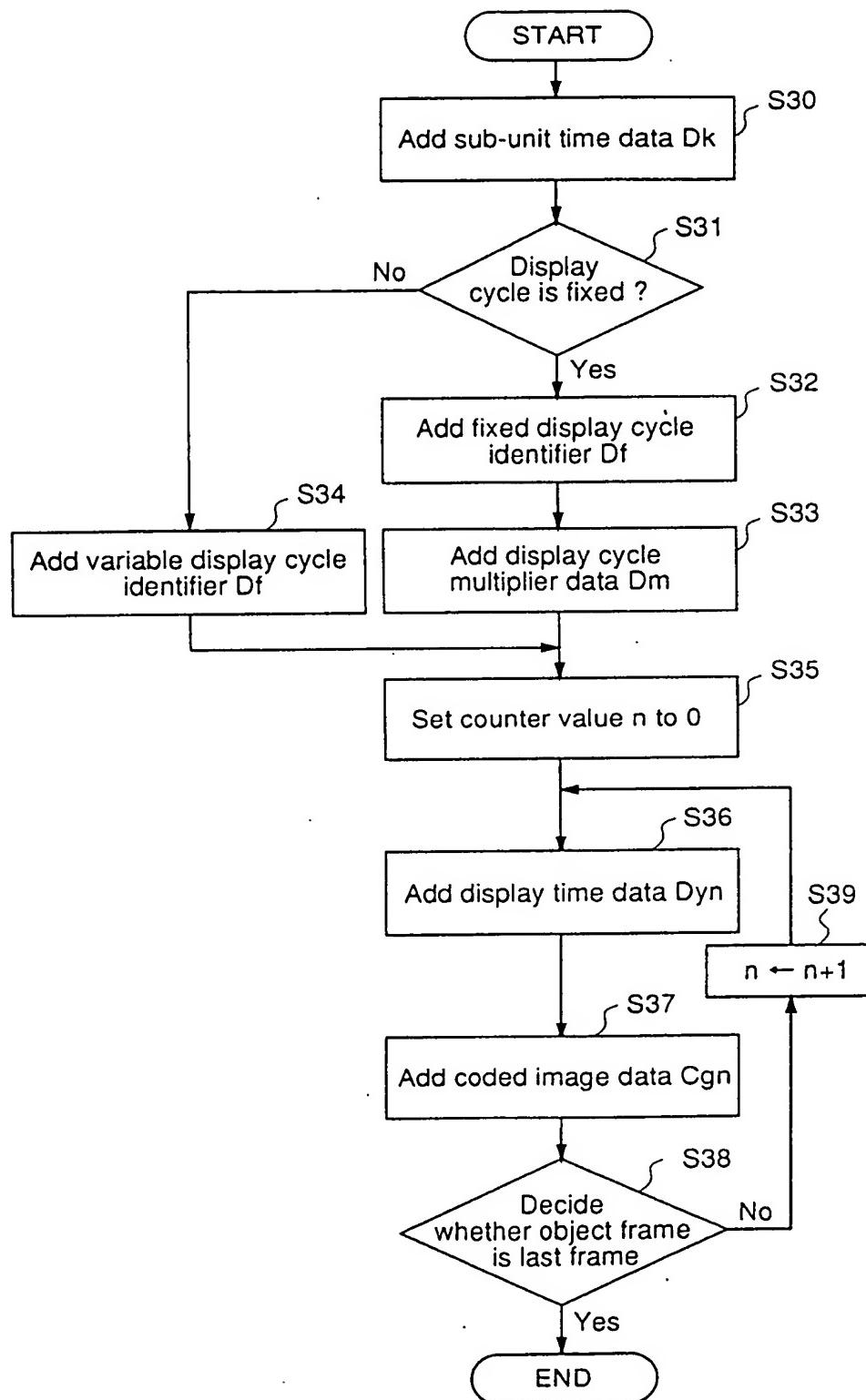


Fig.9 (a)

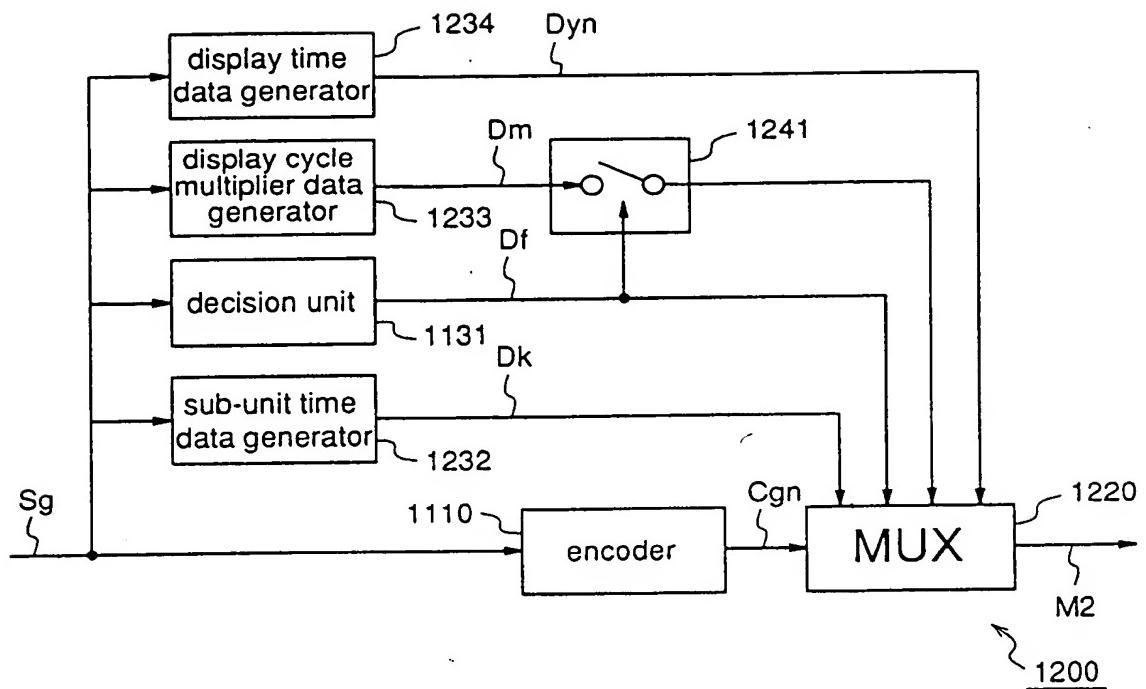


Fig.9 (b)

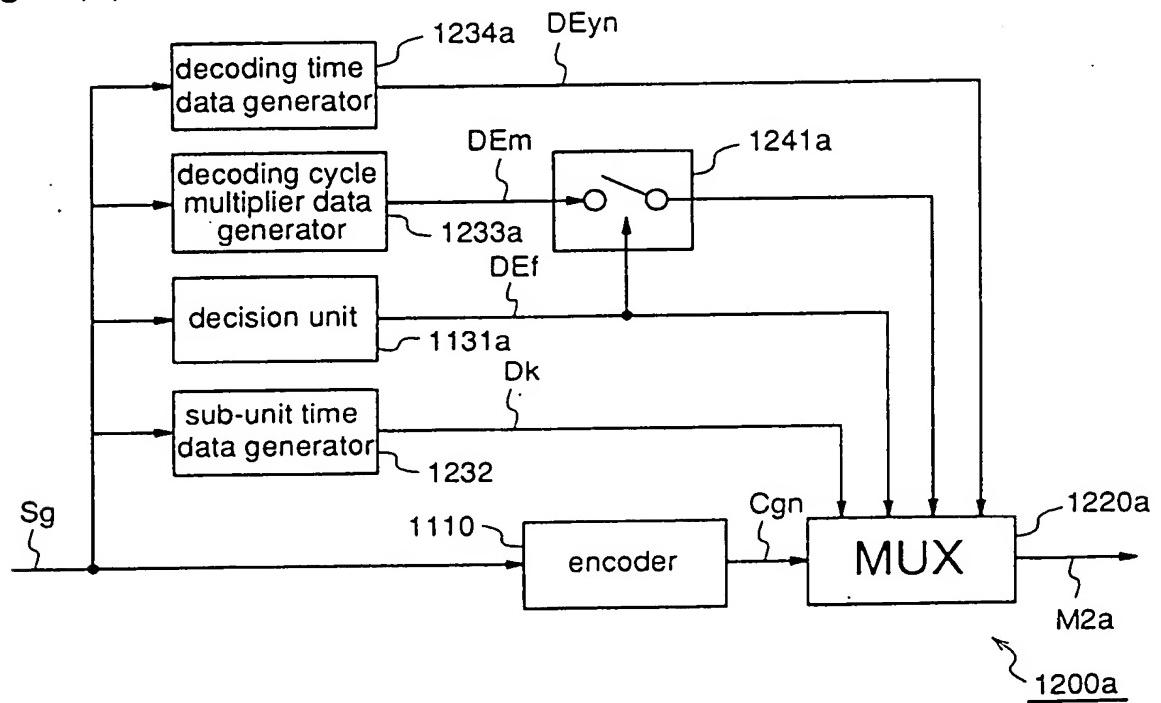


Fig.10

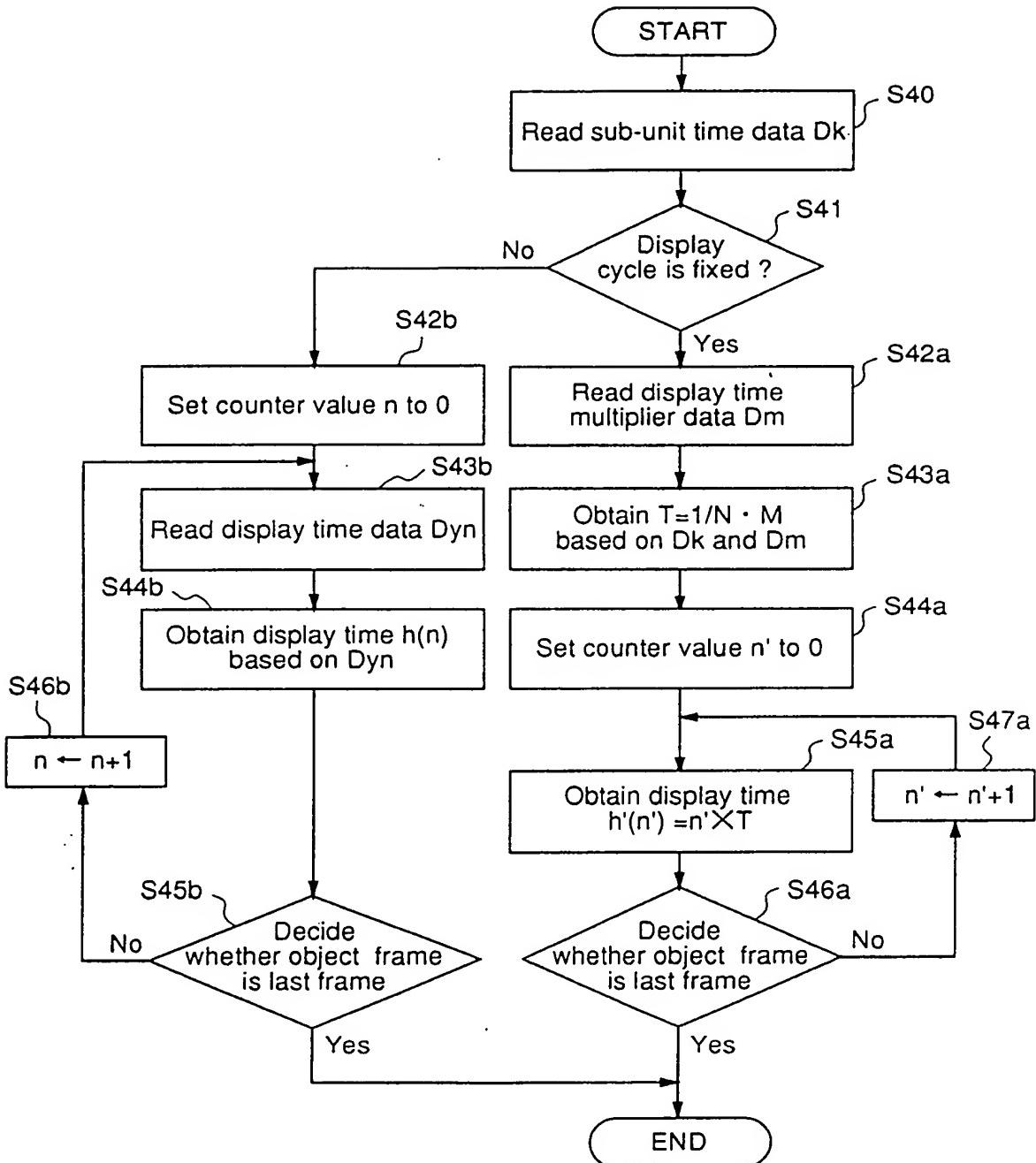


Fig.11 (a)

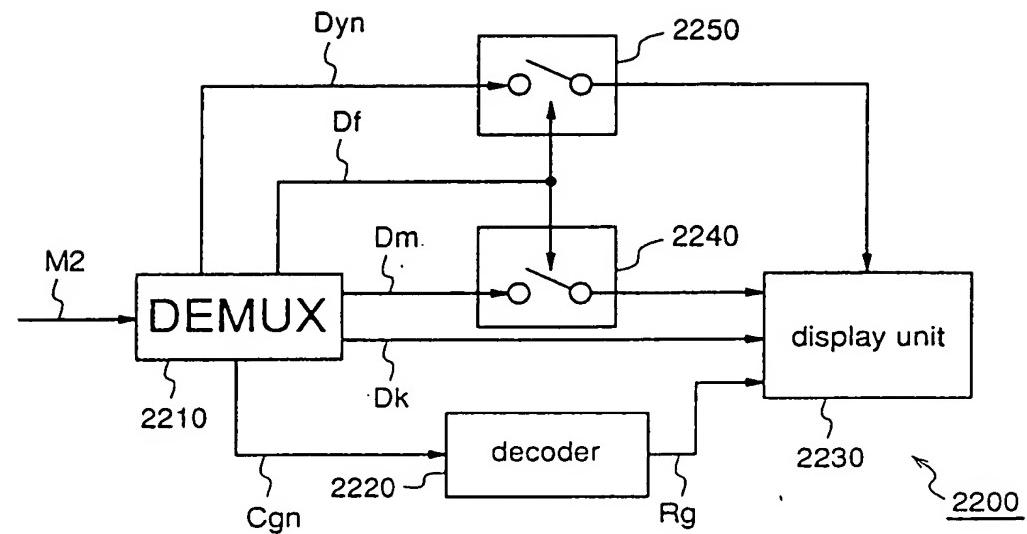


Fig.11 (b)

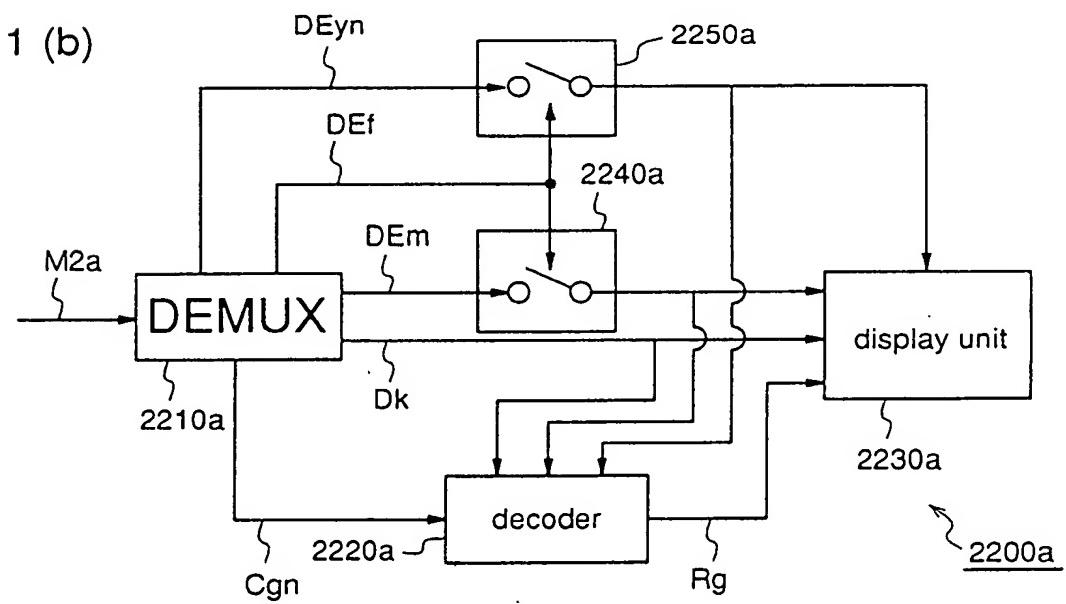


Fig.12 (a)

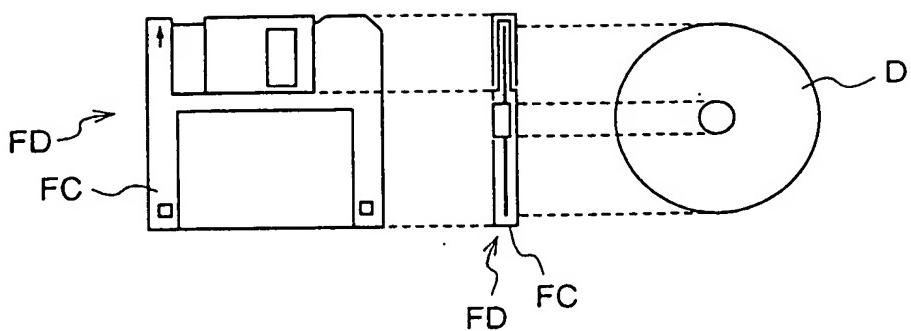


Fig.12 (b)

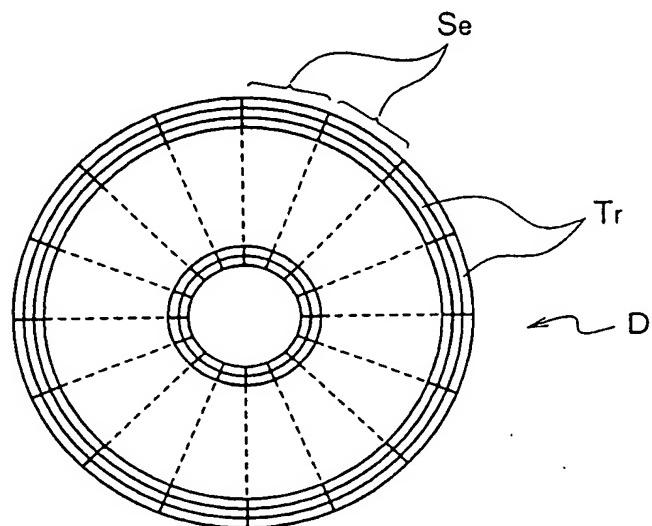


Fig.12 (c)

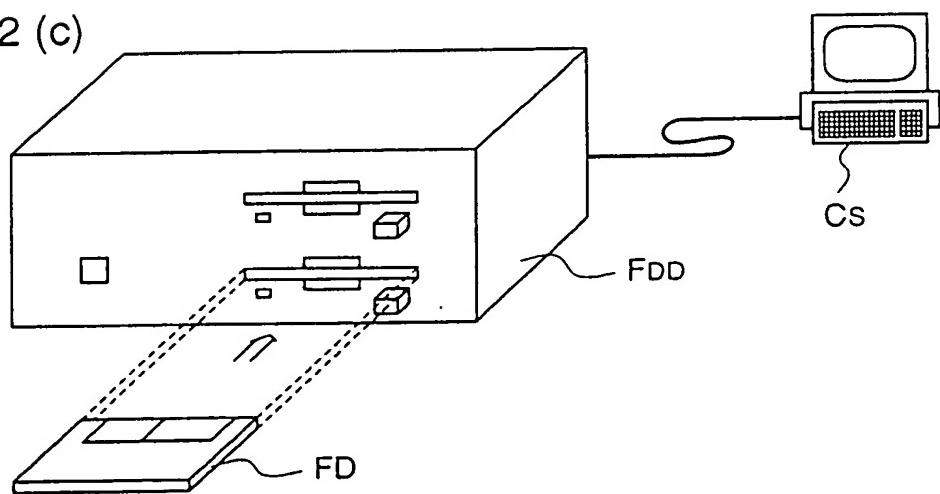


Fig.13

Prior Art

frame_rate_code	frame_rate_value
0000	forbidden
0001	$24\ 000 \div 1001(23,976\dots)$
0010	24
0011	25
0100	$30\ 000 \div 1001(29,97\dots)$
0101	30
0110	50
0111	$60\ 000 \div 1001(59,94\dots)$
1000	60
...	reserved
1111	reserved

Fig.14

Prior Art

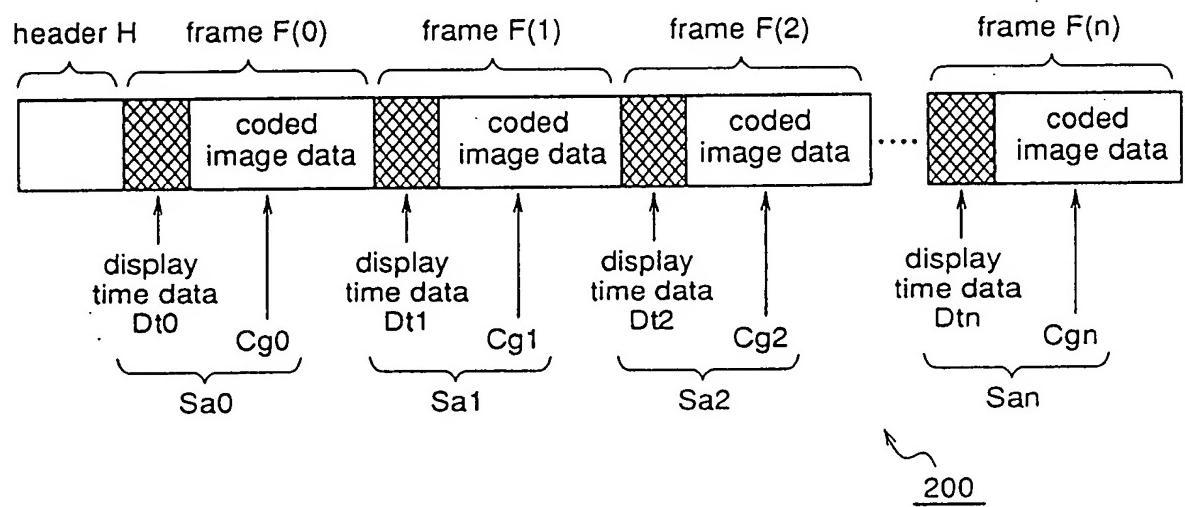


Fig.15 Prior Art

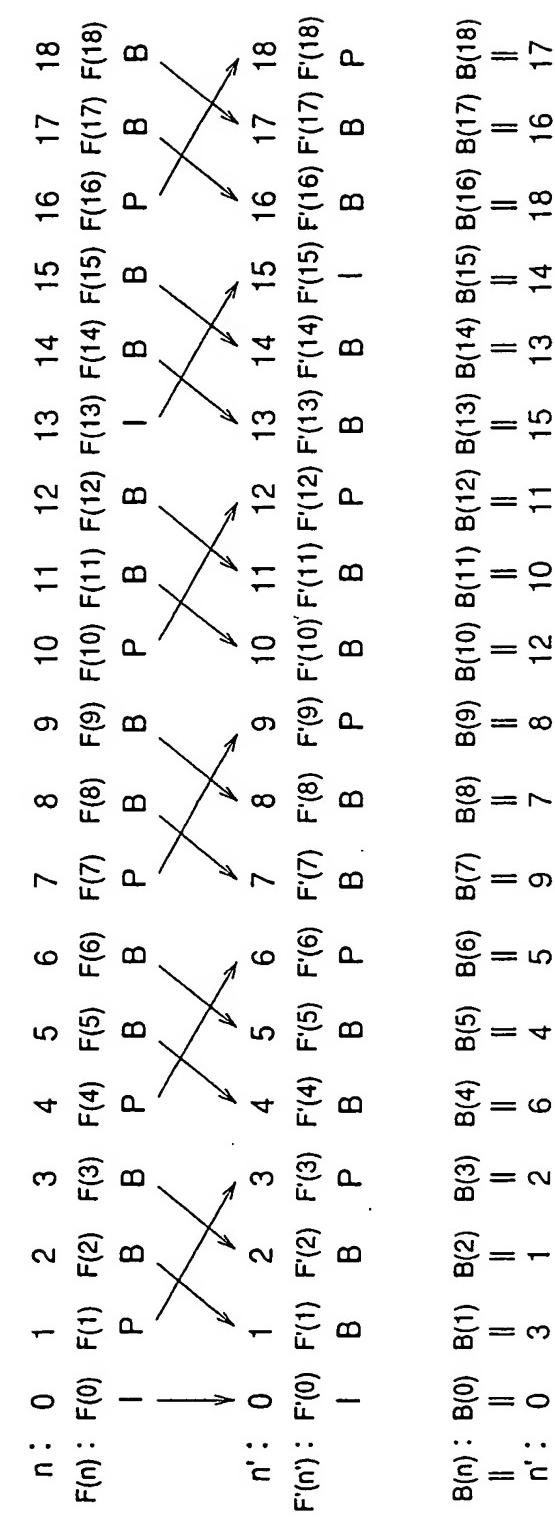
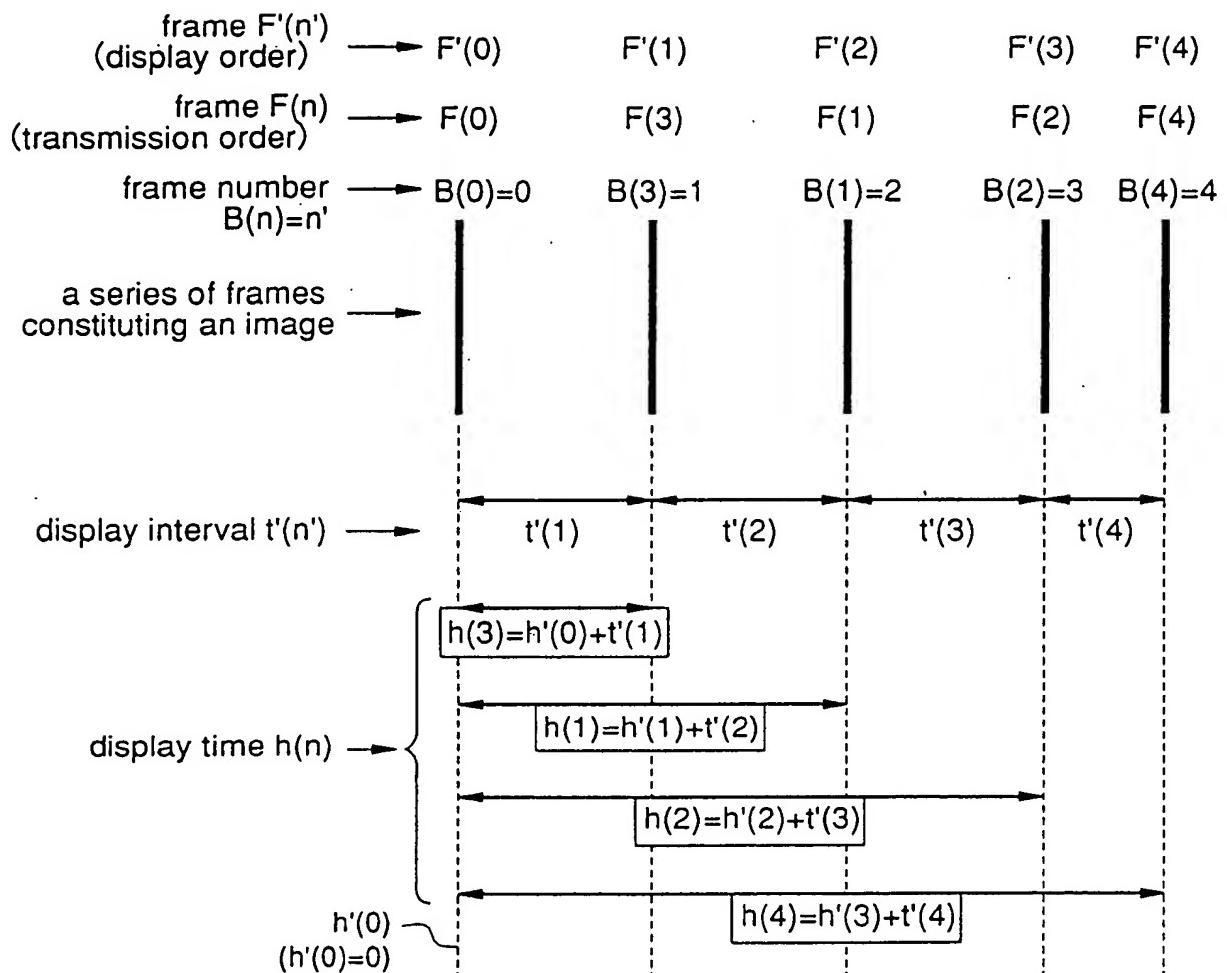


Fig.16

Prior Art



Prior Art

Fig.17 (a)

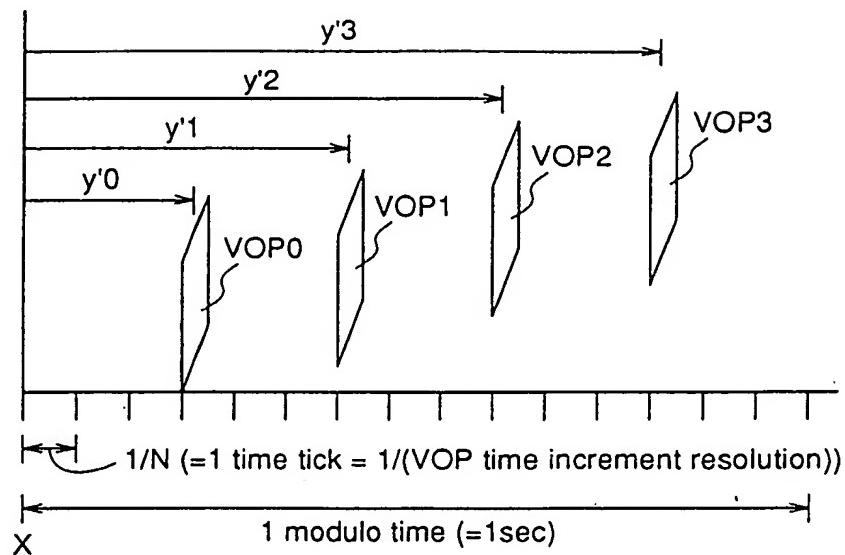


Fig.17 (b) frame cycle ($1 \text{ fixed VOP increment} = \text{VOP rate increment} \times \text{time tick}$)

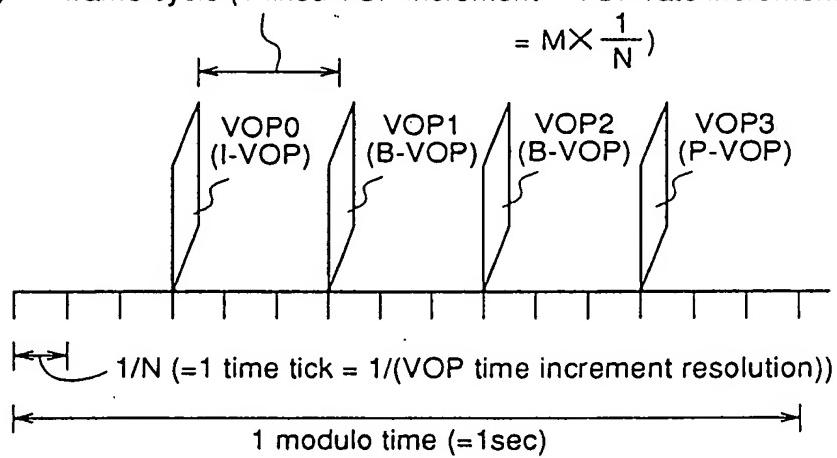


Fig.17 (c)

